GM50E: GAMEMASTER CRIB SHEETS

THE LOCALS

All can speak, but there is no writing or creative expression. No learning, no knowledge nor markings of any kind.

The Locals have no history. Each knows what they know and that's about it. No sense of time at all. No complex thought. As such, each is as much like another for the lack of, or rather minimal, sense of individuality they might have at first. When seeing the Landing partiy's variety, that awakens it in themselves. .

They are thin and gaunt. Their skulls and large, black eyes point downwards more than straight ahead as most bipeds.Their brow shields from the sun.

None live past ~25yrs old and as young as newborn are taken in the night.

Their population is down to the last 2d10+1 dozen members of all ages.

Each day the Locals gather for a psionically triggered ground swell of bugs which the Locals then do their best to eat as many as they can.

The ground will explode with insect life pouring out. Trails upon trails of flying bugs will stream from nowhere to engulf the locals.

The wailing will be the players first note of the locals. The Ghouls bay in delight from the forests.

"We are we."

"We do not understand 'name'." "I am me." They are them." "You are you." "He is him." She is her." "We, the people."

"There is sleep and not-sleep."

"It was when it was." "It happens as it does or when it will. There is only now then now or then."

"We don't know. We only know."

"We are but Borvan's dream who dread his coming nightmare."

"Borvan is we and not we."

"While Borvan, we fear his name, was the greatest, his archduke roams the land ensuring all is dead."

"The sleeping dream and waking nightmare that is our lives. To serve Borvan. May he grant us merciful death."

"Borvan returns as promised! Grant us merciful death, Great One!"

"They stole our memories. What we are left with cannot be their nightmares."

"When the diamond meets the ring, Borvan will rise, render us in his tender mercy as we travel with him through the immortal infinite, bringing his enlightenment to all. Borvan be praised. May our miserable deaths be to his glory."

BORVAN'S INTRODUCTION

The first any of this planet's government or military would know of Borvan was when their global systems started blanking out.

The first any common citizen would know of Borvan was when their ice moon exploded minutes later.

> ***"I am Borvan, your god. You shall praise me with your death."***

Ten minutes from 'go' and the planet was helpless before Borvan and his minions. It was then that Borvan would co-opt planetary media and broadcast their fate.

On Borvan's 'death', Acolytes brought the ship to its resting place. Standing in a circle around it, they raised their arms and the hull of the Bridge was telekinetically ripped asunder.

Clustered about the hull of the ship were thousands of Locals who were all shredded to death in the metal winds unleashed. They are the base layers of the Grotto's Mound. Use this for the Gallery Relief stories

On the second day, an Altar was fashioned. The third day saw the Gallery created. Fourth day caused the Temple to rise.

None of the Acolytes were seen until the tenth day on what would become the first Festival. For the next ten days, one hundred Locals per day since Borvan's death were slaughtered on the Altar.

This, every century thereafter until the population fell below margins whereupon the Liches went into hibernation.

The Horror was used to dominate the planet until it could no longer. The two nacelles are jammed into the ground above the Gallery entrance.

Characters cannot interact with, change nor affect events around them and can only witness or suffer things as were, until Borvan comes on the scene.

Borvan's psychic impression and connection to each Relief allows him to know when another mind has been touched. He can then enter the Relief and interact with any viewers. He can speak, but not harm.

Borvan has total control over the reality and can move time or space as he sees fit. Borvan cannot psionically attack a viewer through the Relief, but can otherwise psyche them out in every other possible way.

Despite looking right at him, face-to-face, characters cannot later describe Borvan to any detail at all. Not even whether he is Vulcan or not!

Borvan will split from the historical account to focus on the viewer, addressing each by species first and last name.

> ***"An-dooor -e an." "Yooo-mahn." etc.***
>
> ***"You are... Yooo-mahn. Smith. Ally to Surak. Your time is .... Nowww..."***
>
> ***"Your death is mine."***
> *And similar sentiments on ultimate fate.*
>
> **> If addressing a Vulcan PC,**
>
> ***"Son of Surak? It is you! As it was, it is. Wait for me. You shall attend me at Temple. My final, mortal work, the blood of Surak's sehlat shall paint my Ascension!"***

Each Relief would be a different era and subject, though some are similar to each other. They all involve populace being slaughtered or moments of the Vulcans or Liches in action.

Whether Borvan is on the scene directly or not, no other of his entourage is ever seen or named throughout all of history. It's always and only been Borvan alone.

Yet, there is always some 'other' presence, or more than one, unseen, unknown mind. There, but not there.

Improvise stories based on what's been written so far. Player's may have common experiences, but should get unique stories as well. This is the opportunity for story exposition, so be generous on details. Not even the Locals have any notion of this.

SCENE: Military Control Room as Borvan takes over, psionically instigating a bloodbath firefight. *(See the film, Terminator 3*)

SCENE: People on picnic look up to see their Moon explode followed by Borvan's message on radio sets and the immediate and overwhelming incitement to bloodlust and murder as they turn and tear each other apart.

SCENE: Various stages of planetary destruction and feats of Borvan as detailed throughout this work so far. Also establishing the temple, altar and ship.

SCENE: No matter the story, they all end with death of all portrayed. This is their psychic death scream, forever captured in rock.

SCENE: Describe story backgrounds and elements so far given here for you the GM.

GM NOTES:

GHOULS AND GHASTS

STR 50+3d10
END 80 + 3d10
INT 01
DEX 30+ 3d10
CHA 01
COOL 100
LUC 01
PSI 01

Expected Averages

1 in 5 STR 76+
4 in 5 STR 75-

1 in 5 AP 9
1 in 5 AP 8
3 in 5 AP 7

1 in 5 END 120
1 in 5 END 110+
1 in 5 END 95+
2 in 5 END 90-

These creatures were all Locals until turned so by the Liches.

They are not especially strong or dextrous, but fight with blind ferocity.

If reduced to END=0 by a Ghoul or Ghast, you become one in 1d10Turns, rising with END 0+1d10, gaining +1d10/Turn until 'fully healed'. The PC is now an NPC unless restored, see below.

d10	Liches will use:
1	Assault
2	Dredge
3	Charm (+ dream = airlock?)
4	Confusion
5	Dead Fall
6	Immersion (monsters = crew)
7	Maze
8	Stun
9	Suggest (+dream = murder?)
10	Simple disorientation, effect avoided.

A Lich can be touched without harm. However, a Lich's touch causes 1d10 frostbite per AP of contact. 10 AP = 10d10 wound damage ala' cold to the victim.

If the Lich grasps with both hands, save vs. PSI Vector or be paralysed for 1d10 turns + 1d10 cold damage per AP while grasped. Once paralyzed, a Lich will turn its attention to the next target and get back to the first victim in due order.

On first sighting of their first Lich at any distance, Characters Save vs. COOL+20 or:

(odds) Flee in the opposite direction for 1d10 turns

or

(evens) Be rooted to the spot for 1d10 turns

On second sighting, COOL+10 for 1d10/2 rd turns and on third sighting, COOL+0 for -1d10 AP.

NAME	
Borvan	
Temple	
Musica	
Metamorph	
Rampant	

GM LICH CHARTS

NAME	AP	S	E	I	D	Ch	Cl	Lc	Pp	Fl	Fc	Pi	Pe
Borvan	13	106	385	100	90	99	100	01	110	99	99	50	193
Temple	12	97	440	95	88	99	100	01	95	99	97	48	145
Musica	12	108	250	99	86	99	100	01	96	99	99	50	113
Metamorph	12	104	410	97	86	99	100	01	100	99	98	49	133
Rampant	13	98	430	94	91	99	100	01	93	99	97	42	141

NAME	LOCATION	PURPOSE
Borvan	Sanctum	Will rise & go to Temple at Conjunction.
Temple	Temple	Keeps Temple functional.
Musica	Hall	Waits at Temple Door. Maintains Temple.
Metamorph	Gallery	Waits at Entrance, disguised. Kill intruders.
Rampant	Wandering	Wanders the wasteland, killing all life.

BARE HAND DAMAGE + CRYO!

NAME	To Hit	Damage
Borvan	50	2d10+5 + cold
Temple	60	2d10+3 + cold
Musica	40	2d10+5 + cold
Metamorph	40	2d10+7 + cold
Rampant	90	2d10+4 + cold

LIRPA

NAME	To Hit	Damage
Borvan	80	4d10+9
Rampant	90	4d10+9

**** presumes some PSI points already in use to maintain status quo. Alter to suit.***

PSI POOL SCRATCH SHEET*

Borvan	~~103~~ 35
Temple	~~96~~ 15
Musica	~~98~~ 33
Metamorph	~~98~~ 40
Rampant	~~95~~ 80

Any damage to Lich that does less than 1/10 END rd does no damage at all.

All damage above 1/10 END rd does the balance of point damage minus 1/10 END ru.

Additionally, see Book 2, Psionics for Armor and Enhanced Attributes.

END DAMAGE SCRATCH SHEET

	SAVES	TEMP	WOUND
Borvan	288		
	192		
END 385	96		
Temple	330		
	220		
END 440	110		
Musica	187		
	125		
END 250	62		
Metamorph	307		
	205		
END 410	102		
Rampant	330		
	220		
END 440	110		

GM LICH CHARTS

Name	Psionics	Basic Attack Strategy
BORVAN PSI Pool 103 PSI Vector 103 PSI Att 110	Armor Enh Atts Pain Redux Suspend Anim Mortuscognition Retrocognition Cryokinesis Precognition Flight Telepathica Sentiens Projective Teleport	Psionic attack is primary weapon. Teleport an opponent away one per Turn. If wounded in same/previous Turn, make Focus roll for success. Will use Telepathy to confuse, distract and otherwise disturb the minds of all opponents. All Liches are out of practice, so powers have atrophied at GM Discretion.
TEMPLE PSI Pool 96 PSI Vector 96 PSI Att 95	Armor Enh Atts Pain Redux Suspend Anim Mortuscognition Retrocognition Cryokinesis Telepathica Automata	Must concentrate on maintaining the Temple structures or they will start malfunctioning and physically collapse with great lapses of concentration. Has a pack of ghouls at the ready. They are kept in induced stasis and take one Turn to re-awaken and one Turn to get their wits during which they can defend, and attack at half AP and at STR/2 rd.
MUSICA PSI Pool 98 PSI Vector 98 PSI Att 96	Armor Enh Atts Pain Redux Suspend Anim Mortuscognition Retrocognition Cryokinesis Invisibility Telepathica Musica	The weakest. Will attempt psionic song to lure opponents and normal telepathy to attack. If physically attacked, will turn Invisible and retreat to the inner Temple.
METAMORPH PSI Pool 98 PSI Vector 98 PSI Att 100	Armor Enh Atts Pain Redux Suspend Anim Mortuscognition Retrocognition Cryokinesis Metamorph Telepathica Fauna	Lies in wait, disguised as a patch of floor at the Gallery entrance. Will ambush opponents for maximum surprise by en-wrapping one or more opponents and shredding them to death with millions of razor teeth. A brawler, Metamorph will then fight as a Vulcan and can emulate weapons with his body, swords, etc.
RAMPANT PSI Pool 95 PSI Vector 95 PSI Att 93	Armor Enh Atts Pain Redux Suspend Anim Mortuscognition Retrocognition Cryokinesis Supersize Kairokinesis Telepathica Automata	Will Supersize self and Lirpa, striking all Will put ship control on hold to deal with lesser local issues. Will attempt subterfuge control of orbiting ship when it is in his hemisphere. Control extends to horizon.

SYLLABUS PSIONICA

NAME **BORVAN**

SPECIES **VULCAN**

STAR SYSTEM **VULCAN**

AGE CATEGORY I X (C) (M) IMMORTAL ETERNAL

PSI CATEGORY I (II) III IV V VI (VII) VIII

PSIONIC ABILITY

Attribute **110**

(INT+CHA+PSI) ÷ 3 Vector **103**

Pool **103**

NAME/SPECIES: **BORVAN**

260101.01

Combat Skills	To-Hit	Damage
Hand-To-Hand	50	2d10+5+Cold
Lirpa	80	4d10+9
Ahn-Woon	75	1d10
Sword	75	4d10+3
Staff	75	3d10+3

FINDINGS

Borvan's high PSI rating is a freak of nature event for no other Vulcan has ever had had 100+. It is perhaps in part to this he became the psychotic monster he was known to be.

Emotive Vampires such as these Liches gain susteneance through the pain and anger of others. Satiation would take some time and be irrelevant to one-off game purposes.

Should PCs take a Katra Stone aboard ship, then over the long term sustenance would allow the Lich to manifest a body once a critical threshold was reached. Consider this more dramatic plot device for which campaign-specific rules can be clarified at game time.

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
106	385	100	90	99	100	01	110

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE	
			INT	END
99	99	50	50	193

ACTION POINTS **13**

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	Automata	Seseportive
Empath	Claircognizance	Micro	Fauna	Projective
Enh STR	Clairescence	Transmute	Musica	Apportive
Enh END	Clairgustance	Cryo	Sentiens	
Enh INT	Clairsentience	Electro		
Enh DEX	Clairvoyance	Energia		
Enh CHA	Mortiscognition	Kairos		
Enh COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	Retrocognition	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

Borvan's teeth are Katra Stones. Many hold one Vulcan katra. Some stones are empty.

En route to Conjunction, Borvan will take additional stones with him which are located in the Temple control room.

Borvan's remains and form cannot be harmed by any means prior to full manifestation in the Temple control room just prior to conjunction.

If prior to Conjunction Borvan's remains are tampered with or moved, ghouls will seek out the bones and return them to the dilithium throne -and eat the aggressor.

SYLLABUS PSIONICA

NAME **TEMPLE**

SPECIES **VULCAN**

STAR SYSTEM **VULCAN**

AGE CATEGORY I X (C) (M) IMMORTAL ETERNAL

PSI CATEGORY I (II) III IV V VI (VII) VIII

PSIONIC ABILITY

Attribute **95**

(INT+CHA+PSI) / 3 Vector **99**

Pool **99**

260101.01

NAME/SPECIES: **TEMPLE**

FINDINGS

In life, Temple Lich was one of the greatest engineers of his time, contributing immensely to Vulcan's earliest warp technologies and responsible for sending Borvan to infinity.

Temple Lich's attention and all psionic power go to maintaining the facility and is entirely 'in tune' with its function. It will know of intruders through sensors but cannot sense their minds nor affect them except via self-defense programs of the GM's devising.

Temple Lich can use the energy of opponent weapons against them such as redirecting phaser beams mid-stroke to hit the weapon holder or anyone else, for example. Energy feedbacks and other fun can destroy or play havoc on opponent equipment.

Combat Skills	To-Hit	Damage
Hand-To-Hand	60	2d10+3+Cold
Lirpa	70	4d10+8
Ahn-Woon	90	1d10
Sword	90	4d10+4

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
97	440	95	88	99	100	01	95

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE INT	PERSEVERANCE END
99	97	48	48	145

ACTION POINTS **12**

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	**Automata**	Seseportive
Empath	Claircognizance	Micro	Fauna	Projective
Enh STR	Clairescence	Transmute	Musica	Apportive
Enh END	Clairgustance	Cryo	Sentiens	
Enh INT	Clairsentience	Electro		
Enh DEX	**Clairvoyance**	**Energeia**		
Enh CHA	**Mortiscognition**	Kairos		
Enh COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	**Retrocognition**	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

While pre-occupied with the state of things, Temple Lich is able to shift focus away to deal with such things as intruders. The Temple could not however maintain itself for the time it would take for Temple Lich to reform its body should it happen to be destroyed. Others would have to take control.

Temple Lich's powers keep the machines running, the energy flowing and entropy at bay. Should Temple Lich be destroyed, entropy would unravel millenia of decay in mere minutes to hours. The complex would not explode, but all systems would fade out. Some systems could catch fire, melt down or cause other localized catastrophes at GM Discretion.

SYLLABUS PSIONICA

NAME **MUSICA**

SPECIES **VULCAN**

STAR SYSTEM **VULCAN**

AGE CATEGORY I X (C) (M) IMMORTAL ETERNAL

PSI CATEGORY I (II) III IV V VI (VII) VIII

PSIONIC ABILITY

Attribute **96**

(INT+CHA+PSI) ÷ 3 Vector **98**

Pool **98**

260101.01

NAME/SPECIES: **MUSICA**

Combat Skills	To-Hit	Damage
Hand-To-Hand	40	2d10+5+Cold
Lirpa	50	4d10+7
Staff	75	3d10+3

FINDINGS

Musica Lich is likely the least powerful of the five. As such, if things get dicey, will turn invisible at will. Whether to freeze in place, move slightly or flee depends on the moment and will do so silently. Musica can telepathically block sound from a target by creating opposing sound waves in their mind.

Musica Lich's song lulls the conscious mind into placid, then docile and finally submissive state to the point that any commands Musica lyrically invokes will be undertaken by the target mind. It could be as simple as going to sleep per a lullaby; inciting rage and violence with triumphal marches, overwhelming despair with dirges or drive a target to insanity via unrelenting cacophonic soundscapes.

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
108	250	99	86	99	100	01	96

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE INT	PERSEVERANCE END
99	99	50	50	113

ACTION POINTS **12**

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	Automata	Seseportive
Empath	Claircognizance	Micro	Fauna	Projective
Enh STR	Clairescence	Transmute	Musica	Apportive
Enh END	Clairgustance	Cryo	Sentiens	
Enh INT	Clairsentience	Electro		
Enh DEX	Clairvoyance	Energia		
Enh CHA	Mortiscognition	Kairos		
Enh COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	Retrocognition	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

Musica can evoke hallucinations in a target's mind by listening to the songs and melodies the target has previously heard, thereby causing target to reminisce the important people and moments in their life that Musica can then exploit.

Musica can turn a happy moment into a terrible torment and so eventually drive the target to madness, delusion or even a programmable state such as implanting suggestions or taking telepathic control via Daemon or similar technique. Musica can read a target's emotional mind and deduce some factual and helpful notions.

SYLLABUS PSIONICA

NAME **METAMORPH**

SPECIES **VULCAN**

STAR SYSTEM **VULCAN**

AGE CATEGORY I X (C) (M) IMMORTAL ETERNAL

PSI CATEGORY I (II) III IV V VI (VII) VIII

PSIONIC ABILITY

Attribute **100**

(INT+CHA+PSI)/3 Vector **98**

Pool **98**

260101.01

NAME/SPECIES: **METAMORPH**

Combat Skills	To-Hit	Damage
Hand-To-Hand	90	2d10+7+Cold
Lirpa	80	4d10+9
Sword	80	4d10+4
Staff	80	3d10+4

FINDINGS

Metamorph is foremost a brawler, though it has been millenia since the last fight. A favored tactic is to disguise itself as floor, wall, furniture and envelop a target, shredding them to death with razor teeth inside. Metamorph will also transform into multi-armed animals, those wtih tentacles, poisonous probisci, the tongue aspect of a frog or lightning strike of a serpent to name but a few ideas.

Metamorph will take flight on wing or with swift limb such as a cheetah. It may breath fire as a dragon, shoot needles like a porcupine, ink like a squid or stinking cloud like a skunk. Metamorph can continuously change colors and skin texture like an Octopus for effective invisibility when motionless and somewhat while in motion; even emit light patterns to confuse or mis-lead.

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
104	410	97	86	99	100	01	100

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE		ACTION POINTS
			INT	END	
99	98	49	49	133	12

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	Automata	Seseportive
Empath	Claircognizance	Micro	Fauna	Projective
Enh STR	Clairescence	Transmute	Musica	Apportive
Enh END	Clairgustance	Cryo	Sentiens	
Enh INT	Clairsentience	Electro		
Enh DEX	Clairvoyance	Energia		
Enh CHA	Mortiscognition	Kairos		
Enh COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	Retrocognition	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

@ 3/4 END, revert to normal form and continue attack

@ 1/2 END, Call for help

@1/4 END, Will flee

SYLLABUS PSIONICA

NAME **RAMPANT**

SPECIES **VULCAN**

STAR SYSTEM **VULCAN**

AGE CATEGORY I X (C) (M) IMMORTAL ETERNAL

PSI CATEGORY I (II) III IV V VI (VII) VIII

PSIONIC ABILITY

Attribute **93**

(INT+CHA+PSI) / 3 Vector **95**

Pool **95**

Combat Skills To-Hit Damage

Hand-To-Hand	90	2d10+4+Cold
Lirpa	90	4d10+9
Sword	90	4d10+4

NAME/SPECIES: **RAMPANT**

260101.01

FINDINGS

Formerly Borvan's highest ranked and most trusted General. Rampant now scours the land of all life with packs of Ghouls. Rampant's Katra Stone is at the Temple with Borvan's.

Rampant is the only Lich outside the distortion field, but being in another hemisphere cannot aid the other Liches directly.

While Rampant can affect something like an energy weapon by enabling, disabling, mis-firing or even set an overload. Rampant cannot control the energy itself, nor the power packs directly.

Rampant can also cause equipment to mis-read, mis-report and otherwise 'lie' to the user in every possible way. It takes time to learn, but control is ultimately assured.

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
98	430	94	91	99	100	01	93

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE		ACTION POINTS
			INT	END	
99	97	42	42	141	13

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	**Automata**	Seseportive
Empath	Claircognizance	Micro	Fauna	Projective
Enh STR	Clairescence	Transmute	Musica	Apportive
END	Clairgustance	**Cryo**	Sentiens	
INT	Clairsentience	Electro		
DEX	**Clairvoyance**	Energia		
CHA	**Mortiscognition**	**Kairos**		
COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	**Retrocognition**	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

Rampant's tactic in physical combat is to Supersize with its Lirpa, add Enhanced STR and END for staying power and strike at will.

Rampant would not be able to control a spaceship and wage full combat on a ground offensive at the same time.